Table 7-2. Low-/full-speed Signaling Levels

Bus State	Signaling Levels		
	At originating source connector (at end of bit time)	At final target connector	
		Required	Acceptable
Differential "1"	D+ > V_{OH} (min) and D- < V_{OL} (max)	(D+) - (D-) > 200 mV and D+ > V_{IH} (min)	(D+) - (D-) > 200 mV
Differential "0"	D- > V_{OH} (min) and D+ < V_{OL} (max)	(D-) - (D+) > 200 mV and D- > V_{IH} (min)	(D-) - (D+) > 200 mV
Single-ended 0 (SE0)	D+ and D- < V_{OL} (max)	D+ and D- < V_{IL} (max)	D+ and D- < V_{IH} (min)
Single-ended 1 (SE1)	D+ and D- > V_{OSE1}(min)	D+ and D- > V_{IL} (max)	
Data J state: Low-speed Full-speed	 Differential "0" Differential "1"	 Differential "0" Differential "1"	
Data K state: Low-speed Full-speed	 Differential "1" Differential "0"	 Differential "1" Differential "0"	
Idle state: Low-speed Full-speed	NA	 D- > V_{IHZ} (min) and D+ < V_{IL} (max) D+ > V_{IHZ} (min) and D- < V_{IL} (max)	 D- > V_{IHZ} (min) and D+ < V_{IH} (min) D+ > V_{IHZ} (min) and D- < V_{IH} (min)
Resume state	Data K state	Data K state	
Start-of-Packet (SOP)	Data lines switch from Idle to K state		
End-of-Packet (EOP)[4]	SE0 for approximately 2 bit times[1] followed by a J for 1 bit time[3]	SE0 for ≥ 1 bit time[2] followed by a J state for 1 bit time	SE0 for ≥ 1 bit time[2] followed by a J state
Disconnect (at downstream port)	NA	SE0 for ≥2.5 µs	
Connect (at downstream port)	NA	Idle for ≥2 ms	Idle for ≥2.5 µs
Reset	D+ and D- < V_{OL} (max) for ≥10ms	D+ and D- < V_{IL} (max) for ≥10 ms	D+ and D- < V_{IL} (max) for ≥2.5 µs

Note 1: The width of EOP is defined in bit times relative to the speed of transmission. (Specification EOP widths are given in Table 7-7 and Table 7-8.)

Note 2: The width of EOP is defined in bit times relative to the device type receiving the EOP. The bit time is approximate.

Note 3: The width of the J state following the EOP is defined in bit times relative to the buffer edge rate. The J state from a low-speed buffer must be a low-speed bit time wide and, from a full-speed buffer, a full-speed bit time wide.

Note 4: The keep-alive is a low-speed EOP.

11.5.1 Downstream Facing Port State Descriptions

11.5.1.1 Not Configured

A port transitions to and remains in this state whenever the value of the hub configuration is zero. While the port is in this state, the hub will drive an SE0 on the port (this behavior is optional on root hubs). No other active signaling takes place on the port when it is in this state.

11.5.1.2 Powered-off

This state is supported for all hubs.

A port transitions to this state in any of the following situations:

- From any state except Not Configured when the hub receives a ClearPortFeature(PORT_POWER) request for this port
- From any state when the hub receives a SetConfiguration() request with a configuration value other than zero
- From any state except Not Configured when power is lost to the port or an over-current condition exists

A port will enter this state due to an over-current condition on another port if that over-current condition may have caused the power supplied to this port to drop below specified limits for port power (see Section 7.2.1.2.1 and Section 7.2.4.1).

If a hub was configured while the hub was self-powered, and then if external power is lost, the hub must place all ports in the Powered-off state. If the hub is configured while bus powered, then the hub need not change port status if the hub switched to externally applied power. However, if external power is subsequently lost, the hub must place ports in the Powered-off state.

In this state, the port's differential and single-ended transmitters and receivers are disabled.

Control of power to the port is covered in Section 11.11.

11.5.1.3 Disconnected

A port transitions to this state in any of the following situations:

- From the Powered-off state when the hub receives a SetPortFeature(PORT_POWER) request
- From any state except the Not Configured and Powered-off states when the port's disconnect timer times out
- From the Restart_S or Restart_E state at the end of the restart interval

In the Disconnected state, the port's differential transmitter and receiver are disabled and only connection detection is possible.

This is a timed state. While in this state, the timer is reset as long as the port's signal lines are in the SE0 or SE1 state. If another signaling state is detected, the timer starts. Unless the hub is suspended with clocks stopped, this timer's duration is 2.5 μs to 2 ms.

If the hub is suspended with its remote wakeup feature enabled, then on a transition to any state other than the SE0 state or SE1 state on a Disconnected port, the hub will start its clocks and time this event. The hub must be able to start its clocks and time this event within 12 ms of the transition. If a hub does not have its remote wakeup feature enabled, then transitions on a port that is in the Disconnected state are ignored until the hub is resumed.

11.5.1.4 Disabled

A port transitions to this state in any of the following situations:

- From the Disconnected state when the timer expires indicating a connection is detected on the port
- From any but the Powered-off, Disconnected, or Not Configured states on receipt of a ClearPortFeature(PORT_ENABLE) request
- From the Enabled state when an error condition is detected on the port

A port in the Disabled state will not propagate signaling in either the upstream or the downstream direction. While in this state, the duration of any SE0 received on the port is timed. If the port is using high-speed terminations when it enters this state, it switches to full-speed terminations. The port must not perform normal disconnect detection until at least 4 ms after entering this state.

11.5.1.5 Resetting

Unless it is in the Powered-off or Disconnected states, a port transitions to the Resetting state upon receipt of a SetPortFeature(PORT_RESET) request. The hub drives SE0 on the port during this timed interval. The duration of the Resetting state is nominally 10 ms to 20 ms (10 ms is preferred).

A hub in high-speed operation will use the high-speed terminations of the port when in this state.

11.5.1.6 Enabled

A port transitions to this state in any of the following situations:

- At the end of the Resetting state
- From the Transmit state or the TransmitR state when the Hub Repeater exits the WFEOPFU state
- From the Suspended state if the upstream Receiver is in the Suspend state when a 'K' is detected on the port
- At the end of the SendEOR state
- From the Restart_E state when a persistent K or persistent SE0 has not been seen within 900 µs of entering that state

While in this state, the output of the port's differential receiver is available to the Hub Repeater so that appropriate signaling transitions can establish upstream connectivity.

A port which is using high-speed terminations in this state switches to full-speed terminations on Rx_Suspend (i.e., when the hub is suspended). The port must not perform normal disconnect detection until at least 1 ms after Rx_Suspend becomes active.

11.5.1.7 Transmit

This state is entered from the Enabled state on the transition of the Hub Repeater to the WFEOPFU state. While in this state, the port will transmit the data that is received on the upstream facing port.

For a low-speed port, this state is entered from the Enabled state if a full-speed PRE PID is received on the upstream facing port. While in this state, the port will retransmit the data that is received on the upstream facing port (after proper inversion).

In high-speed, this state is used for testing for disconnect at the port. The disconnect detection circuit is enabled after 32 bits of the same signaling level ('J' or 'K') have been transmitted down the port.

Note: Because of the timing skew in the repeater path to the downstream facing ports, all downstream facing ports may not be enabled for disconnect detection at the same instant in time.

11.5.1.8 TransmitR

This state is entered in either of the following situations:

- From the Enabled state if the upstream Receiver is in the Resume state
- From the Restart_S or Restart_E state if a PK is detected on the port

When in this state, the port repeats the resume 'K' at the upstream facing port to the downstream facing port. Depending on the speed of the port, two behaviors are possible on the K->SE0 transition at the upstream facing port at the end of the resume.

- Upstream facing port high-speed and downstream facing port full-/low-speed: After the K->SE0 transition, the port drives SE0 for 16 to 18 full-speed bit times followed by driving J for at least one full-speed bit time. Note: The timer in the Resume state of the upstream port receiver state machine which generates EOITR can be used to time this requirement at the downstream facing port(s). The pullup resistor and the latency of the Transaction Translator(TT) results in this Idle state being maintained for at least one low-speed bit time ensuring that a device sees the same end of resume behavior below the TT as it would below a USB 1.x hub.
- Upstream facing port and downstream facing port are the same speed: port continues to repeat the signaling which follows the K->SE0 transition.

A port operating in high-speed reverts to its high-speed terminations within 18 full-speed bit times after the K->SE0 transition as described in Section 7.1.7.7.

11.5.1.9 Suspended

A port enters the Suspended state:

- From the Enabled state when it receives a SetPortFeature(PORT_SUSPEND) request
- From the Restart_S state when a persistent K or persistent SE0 has not been seen within 900 µs of entering that state

While a port is in the Suspended state, the port's differential transmitter is disabled. A high-speed port reverts from high-speed to full-speed terminations but its speed status continues to be high-speed. The port must not perform normal disconnect detection until at least 4 ms after entering this state.

An implementation must have a K/SE0 'noise' filter for a port that is in the suspended state. This filter can time the length of K/SE0 and, if the length of the K/SE0 is shorter than TDDIS, the port must remain in this state. If the hub is suspended with its clocks stopped, a transition to K/SE0 on a suspended port must cause the port to immediately transition to the Restart_S state.

11.5.1.10 Resuming

A port enters this state from the Suspended state in either of the following situations:

- If a 'K' is detected on the port and persists for at least 2.5 µs and the Receiver is not in the Suspended state. The transition from the Suspended state must happen within 900 µs of the J->K transition.
- When a ClearPortFeature(PORT_SUSPEND) request is received.

This is a timed state with a nominal duration of 20 ms (the interval may be longer under the conditions described in the note below). While in this state, the hub drives a 'K' on the port.

Note: A single timer is allowed to be used to time both the Resetting interval and the Resuming interval and that timer may be shared among multiple ports. When shared, the timer is reset when a port enters the Resuming state or the Resetting state. If shared, it may not be shared among more than ten ports as the cumulative delay could exceed the amount of time required to replace a device and a disconnect could be missed.

11.5.1.11 SendEOR

This state is entered from the Resuming state if the 20 ms timer expires. It is also entered from the Enabled state when an SOF (or other FS token) is received and a low-speed device is attached to this port.

This is a timed state which lasts for three low-speed bit times.

In this state, if the port is high-speed it will drive the bus to the Idle state for three low-speed bit times and then exit from this state to the Enabled state. It must also revert to its high-speed terminations within 18 full-speed bit times after the K->SE0 transition as described in Section 7.1.7.7.

If the port is full-speed or low-speed, the port must drive two low-speed bit times of SE0 followed by one low-speed bit time of Idle state and then exit from this state to the Enabled state.

Since the driven SE0 period should be of fixed length, the SendEOR timer, if shared, should not be reset. If the hub implementation shares the SendEOR timing circuits between ports, then for a port with a low-speed device attached, the Resuming state should not end until an SOF (or other FS token) has been received (see Section 11.8.4.1 for Keep-alive generation rules).

11.5.1.12 Restart_S

A port enters the Restart_S state from the Suspended state when an SE0 or 'K' is seen at the port and the Receiver is in the Suspended state.

In this state, the port continuously monitors the bus state. If the bus is in the 'K' state for at least TDDIS, the port sets the C_PORT_SUSPEND bit, exits to the TransmitR, and generates a signal to the repeater called 'TrueRWU'. If the bus is in the 'SE0' state for at least TDDIS, the port exits to the Disconnected state. Either of these transitions must happen within 900 µs after entering the Restart_S state; otherwise, the port must transition back to the Suspended state.

11.5.1.13 Restart_E

A port enters the Restart_E state from the Enabled state when an 'SE0' or 'K' is seen at the port and the Receiver is in the Suspended state.

In this state, the port continuously monitors the bus state. If the bus is in the 'K' state for at least TDDIS, the port exits to the TransmitR state and generates a signal to the repeater called 'TrueRWU'. If the bus is in the 'SE0' state for at least TDDIS, the port exits to the Disconnected state. Either of these transitions must happen within 900 µs after entering the Restart_E state; otherwise the port must transition back to the Enabled state.

11.5.1.14 Testing

A port transitions to this state from any state when the port sees SetTest.

While in this state, the port executes the host command as decoded by the hub controller. If the command was a SetPortFeature(PORT_TEST, Test_Force_Enable), the port supports packet connectivity in the downstream direction in a manner identical to that when the port is in the Enabled state.

11.5.2 Disconnect Detect Timer

11.5.2.1 High-speed Disconnect Detection

High-speed disconnect detection is described in Section 7.1.7.3.

11.5.2.2 Full-/low-speed Disconnect Detection

Each port is required to have a timer used for detecting disconnect when a full-/low-speed device is attached to the port. This timer is used to constantly monitor the port's single-ended receivers to detect a disconnect event. The reason for constant monitoring is that a noise event on the bus can cause the attached device to detect a reset condition on the bus after 2.5 µs of SE0 or SE1 on the bus. If the hub does not place the port in the disconnect state before the device resets, then the device can be at the Default Address state with the port enabled. This can cause systems errors that are very difficult to isolate and correct.

This timer must be reset whenever the D+ and D- lines on the port are not in the SE0 or SE1 state or when the port is not in the Enabled, Suspended, Disabled, Restart-E, or Restart_S states. This timer must be reset for 4ms upon entry to the Suspended and Disabled states. This timer times an interval TDDIS. The range of TDDIS is 2.0 µs to 2.5 as defined in Table 7-13. When this timer expires, it generates the Disconnect_Detect signal to the port state machine.

This timer can also be used for filtering the K/SE0 signal in the Suspended, Restart_E, or Restart_S states as described in Section 11.5.1.

11.5.3 Port Indicator

Each downstream facing port of a hub can support an optional status indicator. The presence of indicators for downstream facing ports is specified by bit 7 of the *wHubCharacteristics* field of the hub class descriptor. Each port's indicator must be located in a position that obviously associates the indicator with the port. The indicator provides two colors: green and amber. This can be implemented as physically one LED with two color capability or two separate LEDs. A combination of hardware and software control is used to inform the user of the current status of the port or the device attached to the port and to guide the user through problem resolution. Colors and blinking are used to provide information to the user.

An external hub must automatically control the color of the indicator as specified in Figure 11-11. Automatic port indicator setting support for root hubs may be implemented with either hardware or software. The port indicator color selector value is zero (indicating automatic control) when the hub transitions to the configured device state. When the hub is suspended or not configured, port indicators must be off.

Table 11-6 identifies the mapping of color to port state when the port indicators are automatically controlled.

Table 11-6. Automatic Port State to Port Indicator Color Mapping

Power Switching	Downstream Facing Hub Port State			
	Powered-off	**Disconnected, Disabled, Not Configured, Resetting, Testing**	**Enabled, Transmit, or TransmitR**	**Suspended, Resuming, SendEOR, Restart_E, or Restart_S**
With	Off or amber if due to an over-current condition	Off	Green	Off
Without	Off	Off or amber if due to an over-current condition	Green	Off

cause the power on another port to fall below specified minimums. In this case, the affected port is placed in the Powered-off state and C_PORT_OVER_CURRENT is set for the port, but PORT_OVER_CURRENT is not set. If the hub has over-current detection on a hub basis, then an over-current condition on the hub will cause all ports to enter the Powered-off state. However, in this case, neither C_PORT_OVER_CURRENT nor PORT_OVER_CURRENT is set for the affected ports.

Host recovery actions for an over-current event should include the following:

1. Host gets change notification from hub with over-current event.
2. Host extracts appropriate hub or port change information (depending on the information in the change bitmap).
3. Host waits for over-current status bit to be cleared to 0.
4. Host cycles power on to all of the necessary ports (e.g., issues a SetPortFeature(PORT_POWER) request for each port).
5. Host re-enumerates all affected ports.

11.12.6 Enumeration Handling

The hub device class commands are used to manipulate its downstream facing port state. When a device is attached, the device attach event is detected by the hub and reported on the status change interrupt. The host will accept the status change report and request a SetPortFeature(PORT_RESET) on the port. As part of the bus reset sequence, a speed detect is performed by the hub's port hardware.

The Get_Status(PORT) request invoked by the host will return a "not PORT_LOW_SPEED and PORT_HIGH_SPEED" indication for a downstream facing port operating at high-speed. The Get_Status(PORT) will report "PORT_LOW_SPEED" for a downstream facing port operating at low-speed. The Get_Status(PORT) will report "not PORT_LOW_SPEED and not PORT_HIGH_SPEED" for a downstream facing port operating at full-speed.

When the device is detached from the port, the port reports the status change through the status change endpoint and the port will be reconnected to the high-speed repeater. Then the process is ready to be repeated on the next device attach detect.

11.13 Hub Configuration

Hubs are configured through the standard USB device configuration commands. A hub that is not configured behaves like any other device that is not configured with respect to power requirements and addressing. If a hub implements power switching, no power is provided to the downstream facing ports while the hub is not configured. Configuring a hub enables the Status Change endpoint. The USB System Software may then issue commands to the hub to switch port power on and off at appropriate times.

The USB System Software examines hub descriptor information to determine the hub's characteristics. By examining the hub's characteristics, the USB System Software ensures that illegal power topologies are not allowed by not powering on the hub's ports if doing so would violate the USB power topology. The device status and configuration information can be used to determine whether the hub should be used as a bus or self-powered device. Table 11-12 summarizes the information and how it can be used to determine the current power requirements of the hub.